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DRAGON VIEW™

INSTRUCTION BOOKLET

KEMCO®

SUPER NINTENDO ENTERTAINMENT SYSTEM®

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Prologue

The universe is a constant maelstrom of good and evil, the two equal but opposite forces that balances the nature of all things. This fragile balance is held in check by the powerful Prime Orb, which is kept on the Island of Keire. The Prime Orb acts as a scale that constantly monitors the ebb and flow of the tides of good and evil.

Legends say that long ago, the Prime Orb was forged by omnipotent beings who dwelt on a different dimensional plane from mortal man's. To some people, the ancient creators of the Prime Orb are known as Dragons, to others, they are worshipped as gods. The Dragons created the Prime Orb to maintain equilibrium in the human world, for somehow the Dragon dimension and the human's dimension were inextricably linked by a common thread.

For countless eons, the Prime Orb has tirelessly balanced the flow of good and evil, maintaining the harmony of the human dimension and Dragon dimension. Suddenly, somehow, this balance has been disrupted...

Your Story

You aspire to be a great warrior like your mentor, Master Qunos. Ever since he found you as an orphaned baby, Master Qunos and his assistant, Damme, have trained you in the ways of weaponry, magic, and strategy. While your proficiency grows with every new lesson, you are still a novice in the arts of combat.

You look forward to the day when you can honorably protect the weak and defend the innocent, but right now, you are content to be a pupil of the great Master Qunos, live in the pleasant small town of Rysis on Keire Island, and spend your free time with Katarina, Master Qunos' grand-daughter. Yes, life is good, until...

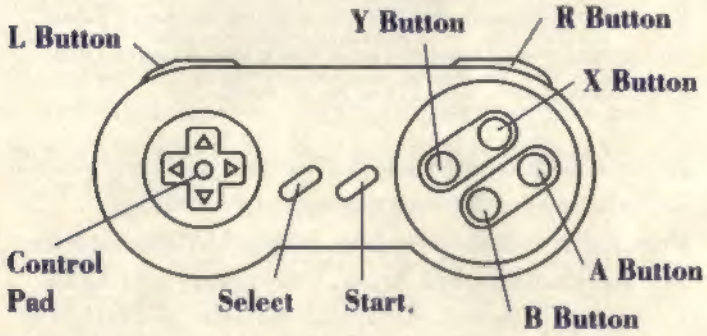
Recently, disturbing rumors of demons and their terrible deeds have been filtering through to your village. Personally, you have not been affected by these stories, but that changes when Argos, a mercenary serving the Underworld, abducts Katarina. Katarina holds the key to what the Underworld desires most.

For reasons unknown, the dark forces of the Underworld require Katarina for their arcane activity. You are now forced to journey on a quest to find your lost love. Armed with only your apprentice's sword, rudimentary magic, and the mysterious pendant that you have possessed ever since you can remember, you must leave the familiar comforts of your home and confront the challenges of the Underworld.

Controller Functions

It is wise for a novice warrior to learn proper handling of your weapons and magic before you venture on your perilous journey.

There are three sets of controller functions: the first set of instructions is for the Outer World, the second set is for the Town and Battle scenes, and the third set is for the Item menu screen. For more detailed instructions regarding the Item menu, please see page 16.



In the Outer World, the controls do the following:

L Button:	Opens Map screen (see page 14-15)
R Button:	Opens Map screen (see page 14-15)
Control Pad:	Moves main character
Select Button:	Opens & closes Status screen
Start Button:	Opens Item screen
X Button:	Not used
Y Button:	Not used
A Button:	Not used
B Button:	Not used

In Town and Battle scenes, the controls do the following:

L Button:	Not used
R Button:	Not used
Control Pad:	Moves main character • Up moves character "into" screen or doors • Down moves character "out of" screen or doors
Select Button:	Opens & closes Status screen
Start Button:	Opens Item screen
X Button:	Special attack
Y Button:	Communicate/continue conversation Weapon attack
A Button:	Item attack
B Button:	Communicate/continue conversation jump

In Item Menu screen, the controls do the following:

L Button:	Not used
R Button:	Not used
Control Pad:	Moves selection box
Select Button:	Not used
Start Button:	Closes Item screen
X Button:	Not used
Y Button:	Execute selection in item menu
A Button:	Not used
B Button:	Execute selection in item menu

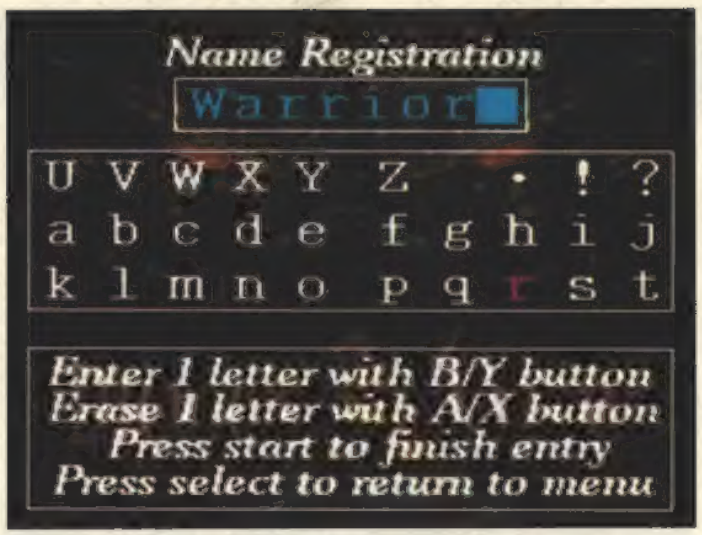
How to Start

Insert the Dragon View game pak into your Super NES and switch on the power. After the Kemco screen appears, an animated introduction sequence will be displayed. To interrupt this intro sequence, press any button, and the Dragon View title screen will appear. Press the Start Button on your controller to access the Menu screen.

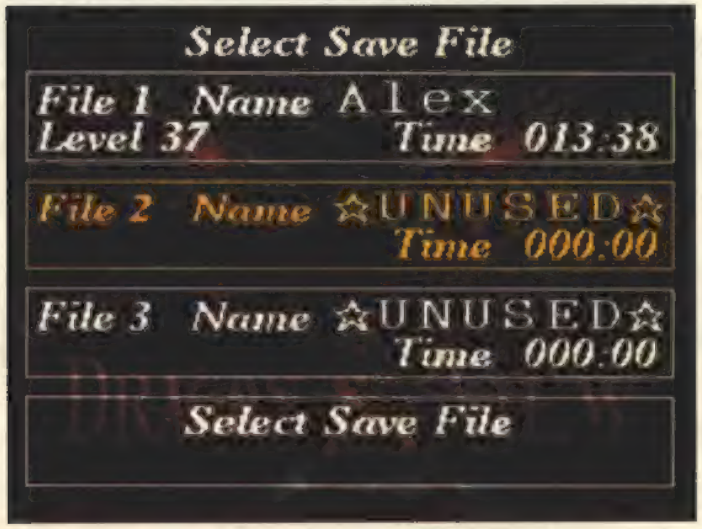
Starting a New Game

Using Up or Down on the directional Control Pad, highlight "New Game" on the Menu screen and press the Start, A, B, X, or Y Button to execute your selection. The Name Registration screen will appear. Enter up to eight letters using the following controller commands:

Control Pad	Highlights letter
B or Y Button	Selects letter
A or X Button	Erases letter
Select Button	Returns to Menu screen
Start Button	Finish entering name

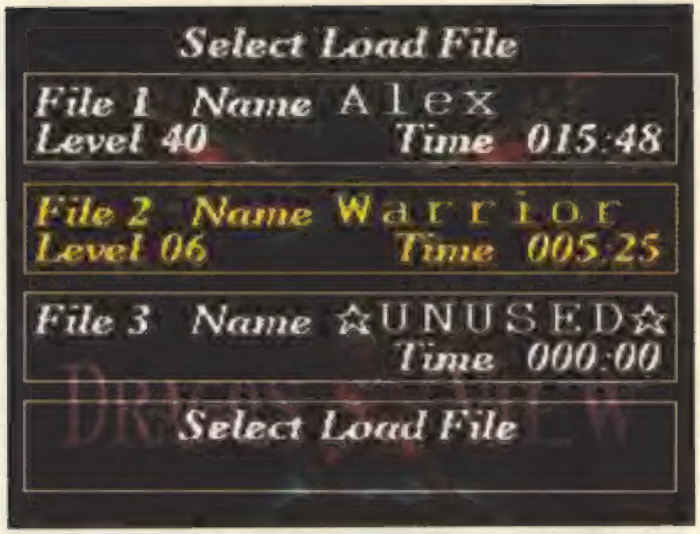


When you have finished entering your name, press the Start Button to access the Select Save screen. There are three files that you can save your game in. Use the Control Pad to highlight the desired file and press the Start Button to enter your name in that file. Press the Start Button again to begin the game.



Playing a Previously Saved Game

At the Menu screen, select "Load Game" to continue a previously saved game. At the Select Load File screen, select the desired saved file. Press the Start Button to activate the file.



The game will automatically start you at the last saved point in your journey.

File Control

At the Menu screen, select "File Control" to copy or erase files.

Copying the contents of one file to another is useful if someone else wants to play the game starting at a higher level.

Erasing the entire contents of a file allows players to start the game from the very beginning.

Follow the on-screen instructions to copy or erase files. Using the Control Pad, select the desired function and press the Start Button to execute that function.

Press the Select Button to return to the Menu screen.

Game Screen Description

There are two types of gameplay screens in Dragon View; the 3D Outer World, and the horizontal scrolling Town and Battle scenes. The bottom half of your screen is the Game Information Panel.

The Game Information Panel displays important information about your current selected weapon, magic, and experience status.

Below is an example of a Battle scene. You will encounter demons in areas outside of towns and villages. In the Outer World, demons can be detected by their telltale cloud of vile smelling Underworld mist. Destroy the demons to gain HP, MP, and EXP.

Enemy power meter: Displays enemy power level (hitting enemies reduces this meter until they are destroyed).

HP meter: Displays your Hit Point level (do not deplete this or you will perish).

EXP meter: Displays how many more EXP points are necessary to attain the next Experience level.

MP meter: Displays your Magic Points (use of magic depletes this meter).

Compass: Use this in conjunction with the Maps to help guide you on your journey.

Y Menu Item: Indicates weapon and level of Y Button attack.

A Menu Item: Indicates item and level of A Button attack.

Experience Level: Indicates your present Experience level.

You can also call up a Status screen by pressing the Select Button. This display allows you to review your current condition.

Level: The EXP level that you have attained.

EXP: The first number represents your current EXP score, and the second number indicates the score you must achieve to advance to the next EXP level.

ATP: Your current attack power.

DFP: Your current defensive power.

Map Screen Instructions

Use the Map and compass to find your way around the Island of Keire.

The Keire Island map is called up by pressing the L or R Buttons on the controller when you are in the Outer World.

Your position on Keire Island is indicated by the flashing red dot.

You can view a detailed Map of any area that you have already visited by using the Control Pad to move from area to area. The desired area flashes when selected. Press the B Button to call up the detailed Map. If you are in the selected area, your position is indicated by the blue diamond symbol.

To return to the Keire Island Map, press the B Button again.

To view another area Map, use the Control Pad to select the desired area, and then press the B Button. Return to the Keire Island map by pressing the B Button.

To return to the Outer World view, press the L or R Button.

Item Selection and Usage

A window: Displays available items and magic inventory. The blue selection box indicates active item.

Y window: Displays available weapons inventory. The blue selection box indicates active weapon.

Jade: Indicates amount of jade you have collected.

Possession window: Displays objects that you have collected so far. These items are automatically activated.

Use the Item menu to arm yourself with the appropriate equipment or magic item from the A window, and your weapon of choice from the Y window. You can access the Item menu screen in the Outer World and the Town and Battle scenes.

To call up the Item menu screen, press the Start Button on the controller. Use the directional Control Pad to move the selection box to choose the desired item or weapon, and press the B Button to execute your selection. The attack power of the item and the weapon level will also be displayed for your reference.

Once you have finished making your choices, press the Start Button to return to the game.

Saving the Game

When you need to save your present game, visit a temple or a healer. When the healer asks if you want your quest recorded, use the Control Pad to select "Yes" or "No", then press the Y or B Button to execute your choice.

If necessary, healers will also treat your wounds by replenishing your HP to maximum capacity.

Visit these valuable allies whenever you can. Remember to save your game often... you may encounter a powerful enemy before you are ready.

Game Over

If you lose all of your HP during battle, the game is over. The game will automatically reset to the beginning. Select "Load Game" at the Menu screen at the beginning of the game and choose your game file. The game will begin at the point where you last previously saved.

Hints

Save your journey often, for powerful enemies are everywhere.

Visit shops to purchase exotic items and supplies.

When you are in towns, talk to as many people as possible. They may possess important information or items, or they may just entertain you on your difficult quest.

Kind acts are sometimes rewarded.

Wander from the beaten path. While there are more demons and dangers to encounter, you may discover hidden areas and items.

Explore areas thoroughly. Some objects in your surroundings can be moved, hit, or exploded to reveal secret entrances or items.

Defeat enemies to obtain jade and MP. Jade is the currency of Keire Island.

Final Words

Warrior! Heed my words. These clues will enable you to start your long journey...

First obtain the map of Hujia from your true love.

The Hujians hold the key to explosive power.

Your first test awaits you in the storehouse... be sure you have sufficient strength!

Use your new item to clear your path.

Speak to Rodister, for he offers guidance and experience.

Master Qunos enables you to defeat the inferno.

Obtain the Fire Ring for devastating offensive power.

The rest of your journey awaits...

Notes

Notes

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